

## main.py

```
1  from utils import *
2
3  from composer2d import Axes, Cage, Net, Square
4  from composer3d import Cube, Tetrahedron, Octahedron, Icosahedron, Dodecahedron
5
6  from app import Vertex, Object, App
7
8
9  if __name__ == '__main__':
10     app = App()
11
12     app.add_debug_object(Object(_position=Vertex(0, 0, 0), _shape=Cage()))
13     # app.add_debug_object(Object(_position=Vertex(0, 0, 0), _shape=Net()))
14
15     app.add_object(
16         Object(
17             _position=Vertex(1, 1, 1),
18             _face=Vertex(0, 1, 0),
19             _shape=Cube(Vertex(0, 0, 0), 1, COLORS['red']),
20             _edge=1
21         )
22     )
23     app.add_object(
24         Object(
25             _position=Vertex(-1, 0, 0),
26             _face=Vertex(0, 1, 0),
27             _shape=Tetrahedron(Vertex(0, 0, 0), 1.2, COLORS['green']),
28             _edge=1.2
29         )
30     )
31     app.add_object(
32         Object(
33             _position=Vertex(-2, 0, 0),
34             _face=Vertex(0, 1, 0),
35             _shape=Octahedron(Vertex(0, 0, 0), .9, COLORS['cyan']),
36             _edge=.9
37         )
38     )
39     app.add_object(
40         Object(
41             _position=Vertex(1, 0, 0),
42             _face=Vertex(0, 1, 0),
43             _shape=Icosahedron(Vertex(0, 0, 0), .75, COLORS['yellow_c']),
44             _edge=.75
45         )
46     )
47     app.add_object(
48         Object(
49             _position=Vertex(2, 0, 0),
50             _face=Vertex(0, 1, 0),
51             _shape=Dodecahedron(Vertex(0, 0, 0), .65, COLORS['magenta']),
52             _edge=.65
53         )
54     )
55
56     for shape in app.SHAPES:
```

```
57 |         shape.push()  
58 |         shape.spin()  
59 |  
60 |     app.run(_debug=True)
```